

ENTER
THE

MATRIX™

WRITTEN AND DIRECTED BY THE WACHOWSKI BROTHERS

ATARI

EmuMovies
INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Progressive Scan
compatible

**THIS GAME CAN BE SET TO
DISPLAY A HIGHER
RESOLUTION IMAGE ON TVs
THAT SUPPORT PROGRESSIVE
SCAN MODE (EDTV, HDTV).**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN

Mild Language
Suggestive Themes
Violence

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

Starting the Game	4
Niobe and Ghost	6
Controls	7
Pause Menu	9
Heads-Up Display	9
Moving Around	10
Jumping and Climbing	11
Picking Up and Using Objects	12
Hand-to-Hand Combat	13
Weapons Combat	15
The Weapons	17
Driving & Shooting from Cars	18
Piloting & Shooting from Hovercraft	19
Focus Moves	19
Credits	21
Infogrames Web Sites	31
Technical Support	32
End-User License Agreement	40

STARTING THE GAME



From the game's Main Menu, select New Game to start fresh or Load Game to return to a previously saved game. If you choose a New Game, you'll be prompted to select a Difficulty level — Easy, Normal or Hard. Next, you'll choose to play as either Niobe or Ghost. Select either character to get started.

SAVING AND LOADING

At specific points throughout the game, you will be prompted to save your progress. You must have a Nintendo GameCube™ Memory Card in Memory Card Slot A to save a game. Choose an empty game slot or overwrite an existing game (if you do this, the game previously saved in that game slot will be lost). Your position in the game is indicated in the saved game slot. After saving, you can continue the game or quit the game in progress.

To load a saved game, choose your character, select Load and choose your saved game. When choosing a game to load, you may start from any point at which you previously saved. You must have a Memory Card with saved games in Memory Card Slot A.

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode.

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B Button** while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a widescreen (16:9) format.

OPTIONS

From the Main Menu, select Options to enter the Options Menu.

Nintendo GameCube™ Controller

- Toggle Nintendo GameCube™ Controller Rumble Feature ON/OFF.
- Set the "look up" control for first-person mode.
- Switch Controller's button mappings — the mappings for each controller configuration are displayed on the screen.

Audio

- Adjust the volume level of the game's sound effects, music and dialogue.
- Choose Mono or Stereo options. Refer to the Nintendo GameCube™ Instruction Booklet for details about these audio options.

Video

- Toggle subtitles for all voice dialogue ON / OFF.
- Adjust video settings for Gamma and Brightness.

Save Settings

Save your current Controller, audio and video settings.

VIDEOS AND CINERACTIVES

Enter The Matrix™ tells its story through a combination of live-action film footage, in-game movies called "cineractives," and the actual gameplay. Clues and instructions appear in the film and cineractive segments.

HACKING

The rabbit hole is very deep, with many places to explore. You must have a previously saved game stored to begin hacking. After that, you're on your own.

NIIBE AND GHOST

Playing as either Niobe or Ghost is a matter of personal preference, but playing all the way through the game as both characters, and playing well, is the only way to experience the full *Enter The Matrix* story.

NOTE: Except where specifically noted below (i.e., in the driving and hovercraft piloting sections), the controls and capabilities of Niobe and Ghost are identical. Unless noted, where a feature for one character is described, that feature is present for the other character, too.

NIIBE

Niobe is the hard-as-nails Captain and pilot of the *Logos*, the smallest and fastest hovercraft in the Rebel fleet. Niobe is a superb hand-to-hand combatant. Her skills as a hovercraft pilot in the Real World and her driving skills in the Matrix itself are second to none.



GHOST

Ghost is the First Mate of the *Logos*, and a true spiritual martial arts warrior. To him, weapons are nothing less than works of art, and they are deadliest when in Ghost's calm, practiced hands. In battle, Ghost's body and mind become perfectly focused, working in flowing unison.



SPARKS

Sparks is the third crewman of the *Logos*, serving as Niobe's and Ghost's operator during their missions into the Matrix. Sparks is a wild, brilliant, hyperkinetic voice on the other end of the cell phone. You'll be in constant touch with Sparks as he relays key information and strategic advice.



CONTROLS



Walking / Running / Shooting

CONTROL	ACTION
Control Stick	Move forward / back; Turn left / right. When facing an obstacle (such as a wall), tap forward to have Niobe or Ghost turn their back toward the obstacle. If the obstacle is low, the character will automatically crouch behind it. When in first-person or sniper mode, the Control Stick allows you to look around and / or aim the sniper weapon.
C Stick	Enter / Exit first-person mode
+ Control Pad right	Select next primary weapon
+ Control Pad left	Select previous primary weapon
Z Button	Specific action is context sensitive: Pick up object; Activate; Open door; Close door; Holster weapon; Strangle opponent from behind.
A Button	Press and hold to throw selected secondary weapon (e.g., grenade). If you have an enemy targeted, you will throw the object at them.
Y Button	Fire weapon; Draw selected weapon.
B Button	Jump, or jump and grab edge of obstacle. Run and jump to increase jump distance. Hold Focus button (L Button) while jumping to greatly increase jump distance.
L Button	Focus. Press and hold button to use Matrix-enhanced set of abilities.
R Button	Target lock; Strafe. Press and hold while moving the Control Stick Left and Right to make your character strafe / step left and right.
START / PAUSE	Pause Game — The Pause Menu appears. Press again to return to game.

Sniper Mode

CONTROL	ACTION
C Stick	Enter / Exit sniper mode (when sniper weapon selected)
Control Stick	Look around; Aim sniper weapon
A Button	Zoom in
X Button	Zoom out

Hand-to-Hand Combat

CONTROL	ACTION
Z Button	Defend; Block; Counter-Throw
A Button	Punch
X Button	Kick
A Button + X Button	Throw
C Stick	Exit fighting stance

Driving

When playing as Niobe (Driver):

CONTROL	ACTION
Control Stick or + Control Pad	Steer left / right
R Button or A Button	Accelerate
L Button or B Button	Brake. For reverse, press and hold while vehicle is stopped.
X Button	Emergency brake
C Stick LEFT, RIGHT, DOWN	Look left / right / behind
Z Button	Toggle between first- and third-person view
Y Button	Press and hold to make Ghost assist (lean out of car and shoot enemies)

When playing as Ghost

(Riding shotgun, shooting from passenger's seat):

CONTROL	ACTION
Control Stick	Look around; Aim weapon
A Button	Fire primary weapon

Hovercraft Flying

When playing as Niobe (Pilot):

CONTROL	ACTION
Control Stick or + Control Pad	Steer left / right / up / down.
R Button	Accelerate
L Button	Decelerate. For reverse, hold button after hovercraft has stopped.
A Button	Fire forward cannon

When playing as Ghost (Gunner):

CONTROL	ACTION
Control Stick or + Control Pad	Aim target reticle
R Button or A Button	Fire cannon
L Button or B Button	Switch view from forward to rear

Note: You can select an alternate control configuration at the game's Options Menu.

PAUSE MENU

At any time in the game, you can press **START / PAUSE** to access the Pause Menu. Use the **+ Control Pad** and the **A Button** to select from the menu. Press **START / PAUSE** again to return to the game.

Continue – Return to the game.

Objectives – List the level objectives.

Tips – Display basic gameplay tips.

Controls – View the current control configuration.

Weapons – Access Weapons Menu. Use the **+ Control Pad** or **Control Stick** to navigate. Press the **A Button** to select a weapon and exit the Weapons Menu.

Quit – Quit to the Main Menu.

HEADS-UP DISPLAY



The Health meter displays your current health status.

The Radar indicator shows the distance and direction to the next objective. If the indicator turns red, you are facing the wrong direction. You may need to go around obstacles to reach your next objective.

The Focus meter displays the current level of Focus time available (see Focus Moves on page 19 for more information).

The Weapon displays show the currently selected weapon for either hand and its available ammunition.

MOVING AROUND



The **Control Stick** controls direction and speed for both walking and running.

When facing an obstacle such as a wall, move close to the object and then tap the **Control Stick** forward as if to walk into the object. Your character will turn his or her back and press up against the object.

If the object is low, your character will automatically crouch down and hide. You can use **Control Stick** to move or creep along the obstacle.



You can peer around corners by turning your back against an obstacle and using the **Control Stick** to move to the edge and peer around. Your character can even fire weapons from behind cover in this fashion: Move to the edge of the obstacle and press the **Y Button** to lean out and fire.

Release the **Y Button** to stop shooting, and your character will automatically move back behind cover. To jump out and surprise enemies, press the Jump Button (**B Button**) as you look around the corner.



Holding down the Focus Button (**L Button**) while jumping will increase the length of your jump. If you Strafe (**R Button + Control Stick**), press the Focus Button and then jump (**B Button**), your character will do a sideways cartwheel.



WALL-RUNNING AND WALL-JUMPING



Run alongside a wall, hold down the Focus Button and continue running toward the wall at an angle. You'll bend the rules of gravity in the Matrix and sprint along the wall. Time it

right, and you'll even turn corners while still airborne. To jump off the wall, press the Jump Button.

For wall-flips, press the Focus Button and run directly at a wall — you'll take a few steps up the side and backflip to the ground.

These moves are great ways to avoid enemies and obstacles. Experiment with other Focused running and jumping moves to discover more combinations and effects.

JUMPING AND CLIMBING

Use the Jump Button (**B Button**) to jump onto various objects, and use the **Control Stick** to climb up and down ladders and fences, or press the Jump Button to quickly slide down a ladder.





Jump up to grab pipes and rails, and use the **Control Stick** to move hand-over-hand along the pipe. Press the **A Button** to pull yourself higher onto the pipe. Move the **C Stick** in any direction to lower yourself back down. To jump down from the pipe, pull the **Control Stick** back and hit the

Jump Button. Be sure you're above a safe landing spot!

Try hanging upside down for a unique sniper's perch. While on a pipe, select any primary weapon, and press the **Y Button** to hang upside down and immediately enter first-person mode. Use the **Control Stick** to aim, and press the **Y Button** again to fire. Lower yourself back down by moving the **C Stick** in any direction.



PICKING UP AND USING OBJECTS



You'll have the opportunity to pick up several items during the game — weapons, ammo, grenades, etc. To pick up the items automatically, run right over them.

Press the **Z Button** to use or activate fixed objects, like doors. The exact action

triggered by the **Z Button** is context-sensitive.

HEALTH PACKS

Throughout the game, you'll have the opportunity to recharge Niobe or Ghost's Health meter with Health Packs. To pick up Health, run right over it as you would any other item.

HAND-TO-HAND COMBAT



Niobe and Ghost are both rock-hard martial artists, masters of dozens of different styles. When it comes to hand-to-hand fighting, they are just as tough and as fast as Trinity and Morpheus.

PUNCH, KICK AND DEFEND

You'll automatically switch to a Hand-to-Hand combat stance when you attack an enemy. Mix it up with the bad guys and discover special moves and combinations that really dish out the pain.



Example: Foot Sweep

In close quarters, move the **Control Stick** down and press the Kick Button (**X Button**). Your character will do a foot sweep, dropping the enemy to the floor. Follow that up with another kick to punt the enemy across the room.

Example: Wall Kick

Again, in close quarters, back up against a wall, and press the Focus Button and the Kick Button simultaneously. If you time it right, your character will kick off the wall to deliver a crushing boot to the head.

THROWS, CHOKEHOLDS AND DISARM MOVES



Throws, chokeholds and disarm moves are some of the special moves you can discover. Disarm moves leave guns on the ground that you can immediately pick up and fire. Some special moves even allow Niobe and Ghost to yank guns from their attackers and put them right to use.

Example: Throw

To throw an enemy, move in close and press the **A Button** and **X Button** simultaneously. Your character will throw the enemy across the room.

Example: Chokehold

Sneak up behind an enemy and press the **Z Button**. Your character will apply a deadly chokehold.

Example: Counter-Throw

If you're being thrown, press the **Z Button** before you hit the ground. Your character will find his or her footing and turn the throw back on her opponent, dropping him to the floor.

WEAPONS COMBAT

In some scenarios, you'll be jacked into the Matrix with a preset weapons loadout, and throughout the game, more weapons and options will become available.



Select a weapon by pressing **START / PAUSE** to display the Weapons Menu, and navigate the menu with the **+ Control Pad** or **Control Stick**. Press the **A Button** to select your weapon and exit the Weapons Menu. Alternately, you can quickly scroll through your weapons using the **+ Control Pad**.

To draw and fire a weapon, press the **Y Button**. Press the **Z Button** to holster weapons.

You can carry grenades as secondary weapons. In some instances, you can wield two pistols for rapid-fire, two-handed shooting.

AUTO-TARGETING AND TARGET LOCK



Once you've drawn a weapon, maneuver Niobe and Ghost to aim your weapon toward an enemy. When a green targeting reticle appears over an enemy, you've got him in your sights.

Hold down **Target Lock (R Button)** to keep the enemy in your sights while you move. When you have a target locked, you can strafe left and right using the **Control Stick**. With this method, you can "circle-strafe" an opponent by moving sideways around him while shooting — a very effective tactic.

Note: You can strafe without a target locked by using the same button combinations.

Once you lock on a target, you will remain locked until you release the Target Lock button, holster the weapon, or kill the target.

THE SNIPER RIFLE



You can use the sniper rifle as a standard weapon, or you can enter sniper mode for greater range and accuracy. Select the sniper rifle and move the **C Stick** in any direction to enter sniper mode — the targeting reticle will appear. Zoom in on your target by pressing the **A Button**; zoom

out by pressing the **X Button**. To fire, press the **Y Button**. To exit sniper mode, move the **C Stick** in any direction again.

THROWING GRENADES

First, select a grenade by using the Weapons Menu (**START / PAUSE**). Press and hold the **A Button** to throw — but be careful to avoid the blast radius of your own grenade!



THE WEAPONS

The following is a partial list of the available weapons in the game. You'll discover more weapons and special ammunition types as you progress — keep your eyes open!

.380 Security Pistol — Small clip size and under powered ammunition, but a common choice for security officers and police.

92FS Automatic Pistol — Standard automatic pistol used by police and military agencies. Large clip size and high-velocity ammunition. Great when wielded in pairs.

p229 S Automatic Pistol — Excellent all-around performance. Ghost's primary handgun.

9000 S Automatic Pistol — Smaller frame size, but packs the same punch. Niobe's primary handgun.

.50AE Automatic Pistol — The most powerful handgun in the game, often carried by Agents.

MP5 Submachine Gun — The gold standard for weapons of this type. Commonly carried by SWAT officers, the MP5 can be fitted with a flashlight or infrared scope.

M16 Assault Rifle — The U.S. military's standard battle rifle for more than 30 years.

M240 Machine Gun — Heavy-duty machine gun, in standard use by U.S. Army and Marine Corps. Often mounted on vehicles and aircraft.

Shotgun — Tremendous short-range stopping-power more than makes up for its slow reload time. Can be fitted with a flashlight.

M95 .50 Advanced Sniper Rifle — The sniper's best friend. Deals massive damage, even at extreme ranges.

Flash-Bang Grenade — Blinds and disorients with a loud bang and brilliant flash. Used by SWAT teams during forced entries.

R-41 Offensive Grenade — Lethal fragmentation grenade, perfect for clearing enemies from behind cover.

40mm Grenade Launcher — Fires high-explosive grenades that detonate on impact.

DRIVING & SHOOTING FROM CARS

WHEN PLAYING NIOBE...



Niobe always takes the wheel during the game's driving levels. Her driving skills are second to none, but you'll have to push her right to the limit to survive.

When playing Niobe, keep in mind that Ghost will be riding shotgun — make sure he's in a

good position to make his shots. Think of your role not only as the driver / navigator, but also as the means to deliver Ghost to the enemies.

WHEN PLAYING GHOST...

Niobe is the best driver, and Ghost is the best marksman with every weapon imaginable. It's Ghost's job to provide covering fire so Niobe can drive you both to safety.

Enemies can come at you from any angle. Think of your role as clearing a path for Niobe while protecting her from enemies.



PILOTING & SHOOTING FROM HOVERCRAFT

WHEN PLAYING NIOBE...

Niobe is the Captain of the *Logos*, and the best damn pilot in the fleet. She'll always take the helm of the *Logos*, the fleet's fastest, most agile hovercraft.



You'll pilot the ship through ancient steam, sewer and electrical tunnels, with hazards at every turn. Ghost will provide covering fire, so it's your job to get the *Logos* through the tunnels as fast as possible and in one piece — easier said than done.

WHEN PLAYING GHOST...



Ghost takes the *Logos'* gunner position, operating cannons located on both bow and stern. Niobe will aggressively lead the way through the tunnels, but the real danger is

"Squiddy," the relentless war machines bent solely on your destruction. Niobe can handle the flying — you just need to keep the Sentinels from catching the *Logos*.

FOCUS MOVES

Discovering all of Niobe and Ghost's abilities in the Matrix is the key to your success. In the Matrix, Niobe and Ghost are fast enough to avoid bullets and defy gravity.

They're so fast that, for them, time slows to a crawl. Unlocking these abilities will be one of your biggest challenges as a player.



To bend the rules of the Matrix, the rebels need to learn how to free their minds. To do this, they need to Focus.

The Focus meter in the lower right of the HUD displays your resource pool of Focused ability.

Pressing the Focus Button (**L Button**) while running, jumping or fighting unlocks Niobe and Ghost's spectacular (and more useful) capabilities. Focus can also keep you out of danger — you'll be a harder target to hit.

For example, hold down the Focus Button and tap the **Z Button**, and your character will dodge bullets using somersaults, handsprings, and other maneuvers.



The longer you hold down the Focus Button, the more you draw from the limited resource of the Focus pool. When the meter hits zero, Niobe and Ghost return to their normal levels of speed and strength.

The Focus pool slowly regenerates itself, but it's a precious commodity — use it wisely.

Note: Focused abilities are available only within the Matrix itself. In the Real World, you're on your own.

CREDITS

Written and Directed by
The Wachowski Brothers

Lead Designer
David Perry

Produced by
Joel Silver

Producer
Rosanna Sun

Executive Produced by
Grant Hill

Executive Producer
Stuart Roch

Lead Programmer
Michael "Saxs" Persson

Animation Director
Gabriel Rountree

Lead Level Programmer
David Msika

Director of Photography
Bill Pope

Production Designer
Owen Paterson

Art Director
Rob Nesler

Supervising Editor
Zach Staenberg

Film Editor
Catherine Chase

Co-Editor
Ian Slater

Senior Visual Effects Supervisor
John Gaeta

Visual Effects Supervisors
John (DJ) Desjardin
Dan Glass

Music by
Don Davis
Eric Lundborg

Sound Design by
Charles Deenen
Dane Davis

Music Supervision by
Charles Deenen

Costume Designer
Kym Barrett

Casting by
Mali Finn
Shauna Wolfson

Design Team
Shawn Berryhill
Jay Nielsen
Maja Persson
Chris Porter

Programming Team
Tony Bennett
Adam Boyle
Simon Bullen
Michael Edwards
Torgeir Hagland
Soren Hannibal
Patrick Hughes
Julio Jerez
Brian Lee
Keir Meikle
Vincent Weeks
Rob Wyatt

Animation Team
Scott Holty
Manjit Jhita
Steve Klett
Kevin Mahorney

Artists
Ahmed Ahad
Carol Angell
Howard Birnbaum
Charlie Bloomer
Daniel Chevalier
Michael Damien
Chandana "Sean" Ekanayake
E. Christian Felts
Jonathan Gwyn
Darren Hurlbut
Derek Johnson
Rob Jolliff
Jason Lewis
Richard Mahon
Drew Medina
Russell Murchie
Chris Naves
John Roxburgh
Mark Wilks

Particle and Special Effects Supervisor
Charlie Bloomer

Particle Artists
Phil Banks
Philippe Brolles
Scott Dalton
Erwan Davisseau
Travis Doggett
Rob Jolliff
David Lauck
Shawn Monroe

Cinematic Designer & Editor
Daniel Francis Gutman

Cinematic Producer

Todd Morgan

Cinematic Animation Team

Brian Chambers

Kevin Cushing

Andrew A. Heilprin

Brett Ineson

Mike Vaverka

Level Programming Team

Andrew Delap

Geoff Erickson

Nick Kesting

Mahmud Mahmud

Richard Skala

Stephen Wu

Supervising Sound Team

Art Currim

Craig Duman

Stephen Miller

Bryan Watkins

Facial Animation Team

Kim Van Hoven

Shaun Novak

Interactive Production

Manager

Sarah Hicks

Interactive Coordinators

Stephanie Cramer

Trista Gormley

Interactive Assistants

Stephanie Fairall

Garrett Robinson

Interactive Accountant

Joanie Ahuna

Interactive PA

James Dornoff

Shiny Communications Writer

Frank Rogan

Shiny Information &

Technology

Michael Lewis

Ryeann Vergara

Shiny Office Manager

Pamela McSwain

Shiny Human Resources

Sam Park

Shiny Administrative Assistant

Rebecca Davis

Motion Capture Supervisor

Demian "Dman" Gordon

Motion Capture Executive

Producer

David Forbes

Motion Capture Producer

Camille Cellucci

Motion Capture Assistant

Director

Robert Mooney

Motion Capture Production

Manager

Nancy Ong

MoCap Coordinator

Kate St. Pierre

MoCap Script Supervisor

Heather McCann

MoCap System Operator

John Klepper

MoCap System Technician

Bill Beemer

MoCap On-Set Tracking Artists

J.R. Salazar

Emi Tahira

MoCap "Marker Momma"

Camie Thompson

MoCap On-Set Wardrobe

Scott Lenau

Motion Capture Set PAs

Courtney Atinsky

Erica Headley

Nicki Larosa

Jonathon Mecnas

Paul Muldrow

Toddy Walters

Motion Capture Propmaster

Natalie Roth-Corti

MoCap AV Playback Operators

Bob Hand

Urban Olsson

MoCap Video Camera

Operators

Joerh Kohring

Ron Mcgough

Richard Rega

Pepe Serventi

MoCap Audio Engineer

John "One Eye" Karpowich

MoCap Rigger

Neil Davidson

MoCap Tracking Supervisor

Daven Coburn

MoCap Tracking Coordinator

Scott Rempp

MoCap Data Tracker

Steve Ilous

John Meehan

Matt O'Calahan

Rommel Pambid

Ronald Samsom

Christopher Yrgan

MoCap Suits and Markers

Norma Lehto

Graff Network Services

Coordinator

Alexa Anastasia

Martial Arts Choreography by

Wo Ping Yuen

Additional Martial Arts

Choreographer

Dion Lam

Martial Arts Coordinator

Chad Stahelski

Kung Fu Trainer/Co-

Choreographer

Cheung Yan Yuen

Wire Team Coordinator

Lee Kun "Fish" Fong

Hong Kong Wire Team

Chi Wah Ling "Tony"

Hu Chen "Tiger"

Collin Chou

Huen Chiu Ku "DD"

Shun Yi Yuen "Eagle"

Sui Wah Chan "Money"

Assistant To Fish Fong

Catherine Ho

Stunt Coordinator

Mike Martinez

Stunts

Mike Kruzel

Johnny Martin

Keith Suzuki

Diane Wasnak

Facial Capture/ADR Recordists

Julie Pearce

Michael Thompson

Facial Capture Producer/AD

Clark Graff

Facial Capture Supervisor

David Bawel

Facial Capture Trackers

Damon Knight

Andrew Tucker

Facial Capture Marker Swine

Ron McGough

ADR Recording Services

Provided by

Soundfirm

Associate Producer

Phil Oosterhouse

Assistant to Wachowski

Brothers

Vanessa Carmichael

Assistants to Joel Silver

Michelle Tuelia

Melina Kevorkian

Assistant to Grant Hill

Matt Bilski

Visual Effects Producer

Terry Clotiaux

Digital Effects Producers

Diane Giorgutti

Josh Jaggres

Tricia Mulgrew

Visual Effects Coordinators

Kate McCarthy

Jacqueline Rosado

Technology Supervisor

Charles Henrich

Digital Assets Manager

Tim Bicio

Digital Assets Developer

Stephen Cronan

Digital Assets Coordinators

Billy Barnhart

Jonathan Dyer

Digital Assets Assistants

Matt Brooks

Jess Oates

Mike Taylor

Technical Support

Kenji Oates

Systems Administrators

Corey Garnett

Ted Herron

David Zbriger

Cinematic Storyboard Artist

David Hogan

Additional Cinematic

Animators

John Lee

Matt Farrell

Music Licensing by

Julie Sessing

Additional Cinematic

Animation Provided by

Mainframe

Producer

Jennifer Twiner-McCarron

Director

Greg Richardson

Filmbox Animators

Rob Hansen
Andy Hutchinson
Rob MacKenzie
Peter Saumur

CGI Animators

Jiri Licenik
Ricardo Rodriguez
Adam Sera
Dustin Trenton

Software Developer

Dean Broadland

3D Scanning Provided by Gentle Giant Studios

3D Scanning Crew

Karl Meyer
Steve Chapman
Gus Navarette
Luis Labrador
Joel Kittle
Brandon Parcinski
Brian Wilcox

Background ADR Casting and Voice-Over Blindlight

Casting Director Dawn Hershey, C.S.A.

Casting Coordinator Brigitte Burdine

Recording Engineer J. David Atherton

Warner Bros. Interactive Entertainment

Vice President Philippe Erwin

Director Scott Johnson

Director of Production Brett Skogen

Producer Gary Sheinwald

Marketing Coordinator Jim Molinaro

Executive Assistant Jason Ades

Infogrames U.S.

Product Development

Senior V.P. - Santa Monica

Label Jean-Philippe Agati

V.P. of Product Development Steve Ackrich

Producer Brian Wiklem

Assistant Producer Jorge Oseguera

Marketing

V.P. of Brand Marketing Steve Allison

Director of Brand Marketing Jean Raymond

Senior Brand Manager Mike Webster

Brand Manager Serene Chan

Director of Marketing Communications Kristine Keever

Senior Art Director David Gaines

Executive Web Producer Jon Nelson

Senior Web Producer Kyle Peschel

Marketing Services

V.P. of Marketing Services Gale Alles

Director of Creative Services Steve Martin

Director of Editorial and Documentation Services Liz Mackney

Graphic Designers Paul Anselmi

Melissa Caccavaro Patrick Loughlin

Documentation Specialists Kurt Carlson

Chris Dawley

Licensing

Director of New Business Development Tim Campbell

Content Manager Mark T. Morrison

Legal

V.P. of Business and Legal Affairs

Steve Madsen

Director of Business and Legal Affairs Travis Stansbury

Strategic Relations

Strategic Relations Senior Manager Joy Schmeer

Manufacturing/Production

V.P. of N.A. Operations Todd Curtis

Director of Manufacturing Eddie Pritchard

Lead Senior Buyer Lisa Leon

Senior Buyer Gardnor Wong

Materials Planner Janet Sieler

Director of Logistics Mike Browleat

Engineering Services

Senior Manager Luis Rivas

Engineering Specialist Ken Edwards

Technician Scott Matloff

Quality Assurance

Director of Publishing Support Michael Gilmartin

Director of Quality Assurance Michael Craighead

Q.A. Project Manager Ezequiel "Chuck" Nunez

Project Lead Kingsley Sur

Assistant Lead Jeff Kelm

Core Testers Joe Fried

Juan Sanchez Carl Vogel

Alden Wong Franco Junio

Kory O'Daniels Scott Barnes

Andrew LeMat Ken Moodie

Gerard Gust

Jaime Gonzalez

Barry Kearns Joey Edwards

Testers

Michael Shamsid-Deen

Daniyel Garcia

Mark Florentino

Lupe Deleon

Ted Tomasko

Chris Dawson

Arthur Long

Gabriel Navarrette

Jacob Abercrombie

Kenny Yan

Brandon Perry

Michael Greenler

Jason Anderson

Jimmy Kennedy

Mark Alabayan

Jimmy Goh

Eugene Lai

John Seefurth

Paul Phillips

Miguel Jauregui

Howell Selburn

Cast

(In Alphabetical Order)

The Oracle

Mary Alice

Kali

Christine Anu

Soren

Stephen Bastoni

Vector

Don Batte

Councillor Tuchman

Francine Bell

Persephone

Monica Bellucci

Elevator Security Guard

Gunther Berghofer

Agent Johnson

Daniel Bernhardt

Bane

Ian Bliss

Zion Controllor

Michael Budd

Ice

Kelly Butler

Zion Operator

Josephine Byrnes

Operations Officer Mattis

Zeke Castelli

Seraph
Collin Chou

Corrupt
Paul Cotter

Maggie
Essie Davis

Wurm
Terrel Dixon

Morpheus
Laurence Fishburne

Shift Security Guard
Daryl Heath

Sparks
Lachy Hulme

Ballard
Roy Jones Jr.

Abel
Malcolm Kennard

Agent Jackson
David Kilde

Keymaker
Randall Duk Kim

Mauser
Chris Kirby

Colt
Peter Lamb

Commander Lock
Harry Lennix

Computer Room Technician
Tony Lynch

AK
Robert Mammone

First Operator at Command
Joe Manning

Agent Thompson
Matt McColm

Security Bunker Guard #2
Scott Mclean

Computer Room Guard
Steve Morris

Trinity
Carrie-Anne Moss

Zion Gate Operator
Rene Naufahu

Councillor Dillard
Robyn Nevin

Cain
David No

Jax
Socratis Otto

Link
Harold Perrineau

Niobe
Jada Pinkett-Smith

Twin #2
Adrian Rayment

Twin #1
Neil Rayment

Neo
Keanu Reeves

Second Operator At Command
Kittrick Redmond

Lock's Lt./Command Centre Lt.
Rupert Reid

Roland
David Roberts

Ajax
Shane C. Rodrigo

Systems Analyst
Thomas Scott

Binary
Tahei Simpson

Trainman
Bruce Spence

Tyrant
Frankie Stevens

Malachi
Steve Vells

Security Bunker Monitor Guard
John Walton

Agent Smith
Hugo Weaving

Councillor West
Cornel West

Axel
Leigh Whannel

Merovingian
Lambert Wilson

Ghost
Anthony Wong

Councillor Hamann
Anthony Zerbe

Voice Talent
Angela Au

Michael Bell
David Bowe

Nika Futterman
Maura Gale

Richard Green
Mack Greenlaw

Phillip M. Hayes
Howard Hoffman

Karen Huie
Jim Lau

Scott MacDonald

Melinda McGraw
Nick Omana
Elizabeth Pan
Neil Ross
Chris Smith
Andre Sogliuzzio
Keith Szarabajka
James Arnold Taylor
David Allen Thomas Jr.
Wally Wingert

We Wish To Thank The Following For Their Assistance:

Scott Barrett
Heidi Behrendt
Yves Blehaut
Sara Borthwick
Jean-Claude Boursiquot
Eric Bram
Dave T. Brown
Jeanne Burgman
Gerald "Monkey" Burns
Nancy Bushkin
Dan Butler
Martin Brownlow
Steve Cavazos
Paul Collin
Erin Corbett
Roger Curtis
Paula Davenport
Aron Drayer
Dave Gatchel
Julie Goodwin
Steve Fogelson
Matt Frary
Christine Fromm
Dan Furie
James Gaines
Lorraine Garcia
Ken George
Harry Glantz
Carolyn Hadfield
Maureen Hagan
Todd Hartwig
Brant Hawes
Marielle Henault
Donna Henry
Kevin Henson

Cecelia Hernandez
John Hurlbut
Micah Jackson
Donna Josephson
Matthew Kaustinen
Judy Kim
John Koronaios
Patricia Lelli
Kathryn Lynch
Klaus Lynged
Charles Mallory
Fred Markus
Greg Marquez
Heather McCarthy
Sarah McIlroy
Shawn Monroe
Erik Olsen
Lisa Pascale
Anna Payne
Tony Peterson
Wendy Phillips
Steve Richards
Luis Rivas
Lisa Rothblum
Harry Rubin
Jon Sell
Julie Sessing
Kathy Shekter
Gary Simon
Remi Sklar
Irika Slavin
Mimi Slavin
Doreen Small
Brandon Smith
Larry Sparks
Wim Stocks
Patricia Swanson
Steve Tsubota
Brian Turner
Tonya Ulrich
Clarissa Weirick
Michelle Wigmore
Jill Young
Keith Zajic
Barry Ziehl
Peter, Chris and Kate – Feref
Frank and Nathalie – Ace
Lau and Jackie – Mercier Gray
Schiphol – Amsterdam Airport

MUSIC CREDITS

"Badimo"

Performed by Juno Reactor

© 2000 MELT 2000/Sound Reproductions Limited, Jersey, C.I., G.B.

Courtesy of MELT 2000/Sound Reproductions Limited, Jersey, C.I., G.B.

Written by Mabi Thobejane, Ben Watkins & Nick Burton

© 2000 MELT 2000 Publishing & Songs of Windswept Pacific (BMI) o/b/o Mute Song Ltd.
www.reactorleak.com

"Mona Lisa Overdrive"

Performed by Juno Reactor featuring Gocoo

© 2003 Warner Bros.

Courtesy of Warner Bros.

Written by Ben Watkins

© 2003 Warner-Barham Music, LLC & Songs of Windswept Pacific (BMI) o/b/o Mute Song Ltd.

www.reactorleak.com

"Teahouse"

Performed by Juno Reactor

© 2003 Warner Bros. / Juno Reactor

Courtesy of Warner Bros. & Juno Reactor

Written by Ben Watkins & Gocoo

© 2003 Songs of Windswept Pacific (BMI) o/b/o Mute Song Ltd.

www.reactorleak.com

www.gocoo.tv

"Dante"

Performed by Juno Reactor

© 2003 Warner Bros.

Courtesy of Warner Bros.

Written by Ben Watkins

© 2003 Warner-Barham Music, LLC & Songs of Windswept Pacific (BMI) o/b/o Mute Song Ltd.

www.reactorleak.com

"Mainframe Wrekka"

Performed by Elite Force

© 1997 Fused & Bruised Recordings Ltd.

Courtesy of Fused & Bruised Recordings Ltd.

Written by Simon Shackleton

© 1997 Junkbond Ltd. administered by Universal Music Corp. (ASCAP)

www.fab.uk.com/eliteforce

"Take The Pill"

Performed and written by Chris Vrenna

© 2003 Waxploitation

Courtesy of iMUSIC/Waxploitation

© 2003 Almo Music Corp. & Pink Lava (ASCAP)

www.tweaker.net;
www.waxploitation.com

"Go"

Performed by Andy Hunter

© 2002 Sparrow Records

Courtesy of Nettwerk America LLC Inc.

Written by Andy Hunter & Tedd Tjornhom

© 2002 Birdwing Music / Engage / Meaux Hits / Tedaisa Music (ASCAP)

All rights administered by EMI Christian Music Publishing
www.nettwerkamerica.com

"Going Under"

Performed by Evanescence

© 2003 Wind-up Records

Courtesy of Wind-up Records

Written by Ben Moody, Amy Lee & David Hodges

© 2003 Zombies Ate My Publishing, Forthefallen Publishing & Dwight Frye Music, Inc. (BMI)

All rights administered by Dwight Frye Music, Inc. (BMI)
www.evanescence.com

"Bullet Time"

Performed and written by Herrera Productions Inc.

© & © 2003 Herrera Productions Inc.

Courtesy of Herrera Productions Inc.

www.herreraproductions.com

"Symbiont"

Performed by Celldweller

© 2003 Esion Media

Courtesy of Esion Media/Position Music

By arrangement with Position Soundtrack Services

Written by Klayton

© 2002 Celldweller Music (ASCAP)

www.celldweller.com

"Switchback"

Performed by Celldweller

© 2003 Esion Media

Courtesy of Esion Media/Position Music

By arrangement with Position Soundtrack Services

Written by Klayton

© 2002 Celldweller Music (ASCAP)

www.celldweller.com

"Atom Bomb"

Performed by Fluke

© 1996 Circa Records Ltd.

Courtesy of Virgin/Astralwerks Records

Under License from EMI Film & TV Music

Written by Michael James Bryant, Michael James Tournier & Jonathan Howard Fugler

© 1997 BMG Songs, Inc. (ASCAP) o/b/o Music of V2 America

"Clubbed To Death (Hybrid Mix)"

Performed by Rob D

© 1995 Mowax Recordings/A&M Records Ltd. London

Courtesy of Mercury Records Limited under license from Universal Music Enterprises

Written by Robert Dougan
© 1998 BMG Songs, Inc. (ASCAP) o/b/o BMG Music Publishing LTD.

"Clubbed To Death (Kurayamino Mix)"

Performed by Rob D

© 1995 Mowax Recordings/A&M Records Ltd. London

Courtesy of Mercury Records Limited under license from Universal Music Enterprises

Written by Robert Dougan
© 1998 BMG Songs, Inc. (ASCAP) o/b/o BMG Music Publishing LTD.

"15 Minutes Of Fame"

Performed by Clawfinger

© 2003 GUN Records GmbH

Courtesy of GUN Records GmbH under arrangement with Zync Music Inc.

Written by Erlend Ottem, Joakim Skog, Zak Tell & Bard Torstensen

© 2003 Universal Music Publishing AB/Universal Music Publishing Group (ASCAP)
www.clawfinger.com

"The Hummingbird"

© & © 2001 Megatrax Production Music, Inc.

Courtesy of Megatrax Production Music, Inc.

Composed by Karl Fredrik Lundeberg

Published by JRM Music (ASCAP)

www.megatrax.com

"Dodge This"

Performed and written by Ged Grimes

© 2003 Ged Grimes

© 2003 Jack's Hoose Music (PRS)

www.jackschoosemusic.com

Infogrames Inc. does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

Enter The Matrix made with Karma Game Dynamics

DivX™ video provided by Factor 5 and DivXNetworks

Enter The Matrix video game © 2003 Warner Bros. and Infogrames, Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Marketed and distributed by Infogrames, Inc. New York, NY.



™ & © Warner Bros.
WBIE LOGO, WB SHIELD: ™ & © Warner Bros.
(s03)

Filed on location in Sydney, Australia and Alameda, California

Digital Film Services by Warner Bros. Video Operations

The story, all names, characters and incidents portrayed in this production are fictitious. No identification with actual persons or events is intended or should be inferred.

No animals were harmed during the making of this production.

Ownership of this production is protected by copyright and other applicable laws, and any unauthorized duplication, distribution or exhibition of this production could result in criminal prosecution as well as civil liability.

INFOGRAMES WEB SITES

To get the most out of your new game, visit us at:

<http://www.enterthematrixgame.com>
www.us.infogrames.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.infogrames.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ina-community.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Infogrames does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Infogrames web sites is subject to terms and conditions, which you can access at:

www.us.infogrames.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames, Inc. products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7106**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's Tech Support # is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-**

12345. When prompted by the Automated System, enter the **last five digits** of your product's Tech Support #. (For example, Tech Support # 4-12345 would require that you enter the "12345" portion of the number for that product.)

Note: Some products simply feature a five-digit Tech Support # without an "4-" prefix.

Live support is generally available Monday through Friday, 8: AM until 6: PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
1311 NE 177th Place
Suite # B11, Box 18
Woodinville, WA 9872-9965
RMA #:

Warranty Policy in the United States & Canada

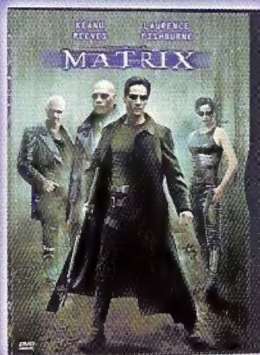
If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

NOTES:

NOTES:

NOTES:

NOTES:



GET \$3.00 BACK BY MAIL

When you buy
The Matrix
on DVD

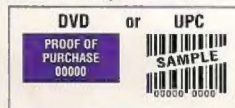
OFFICIAL OFFER CERTIFICATE OFFER EXPIRES 7/29/03

GET \$3.00 BACK BY MAIL WHEN YOU:

Buy: **The Matrix** on DVD.

- Enclose:
- (a) 3" x 5" card with your full name, complete home address (no P.O. Boxes), (optional) home telephone number, including area code and (optional) e-mail address;
 - (b) The sales receipt for **The Matrix** DVD purchased between 4/29/03 and 7/29/03 with the purchase price clearly circled;
 - (c) An original proof-of-purchase tab "D" or UPC from the purchased DVD.
Please see example to the right.

Mail To: **Dept. 38053
The Matrix \$3.00 Rebate
P.O. Box 134
Niagara Falls, NY 14302**



Offer expires 7/29/03. All requests must be received by 8/12/03. Limit one per individual, household, group, or address and the right is reserved to confirm identity. Offer good in USA only. Void where prohibited, taxed or otherwise restricted. Original proof-of-purchase tab or UPC must accompany request and may not be reproduced. Copy of sales receipt will be accepted. DVD proof-of-purchase tabs A, B & C not eligible for this offer. Requests which, in the sole discretion of Warner Home Video, do not strictly comply with the terms and conditions of this offer, including fraudulent requests, are invalid. Duplicate or invalid requests will be rejected and will not be returned. Keep a copy of UPC, proof-of-purchase tab and sales receipt for your records. Not valid in combination with any other offer. Warner Home Video is not responsible for late, lost, stolen, delayed, unpostmarked, postage due, illegible or misdirected mail. P.O. Boxes will not be honored. Allow 8-10 weeks for processing. If you have not received the rebate by the time allotted, you may call Customer Service at 877-776-0197. Offer is not open to employees of AOL Time Warner, its affiliated companies, subsidiaries, franchisees, agents, any wholesalers or retailers and the families of each living in the same household. Only new factory-sealed DVDs (not previously viewed DVDs) qualify. Cash value 1/100¢. All information captured in this consumer offer, including buying behavior, may be used for internal marketing research by Warner Bros., Warner Home Video and AOL Time Warner and its subsidiaries. Consumers are not required to provide their phone number or e-mail address to qualify for this offer.

This is an offer of Warner Home Video, an AOL Time Warner Company © 2003 Warner Home Video.

MATRIX RELOADED



In stores now

EACH MATRIX ACTION FIGURE IS SCULPTED IN STUNNINGLY ACCURATE DETAIL DIRECT FROM THE FILMS AND INCLUDES SEVERAL ACCESSORIES.

ALSO AVAILABLE IS THE DELUXE BOXED SET OF NEO IN THE CHATEAU, BASED ON A FIGHT SCENE IN THE MATRIX RELOADED



MORPHEUS
FROM THE MATRIX RELOADED



NEO
FROM THE MATRIX



TRINITY
FROM THE MATRIX

LOOK FOR MORE MATRIX ACTION FIGURES

COMING FROM MCFARLANE TOYS LATER IN 2003.

To see all our 2003 products, go to

SPAWN.COM



TM & © Warner Bros.
(S03)

© 2003 TMIP International, Inc. All Rights Reserved. Total McFarlane Productions, Inc. owns and copyright in trademarks Spawn and all related characters, McFarlane Toys, and other marks and logos displayed are trademarks of TMIP International, Inc.

Product specifications subject to change.

MATRIX RELOADED SOUNDTRACK

ON MAVERICK RECORDS

www.downloadthematrix.com



VILLAGE ROADSHOW PICTURES

TM & © 2003 WARNER BROS.



END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Infogrames, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or

publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

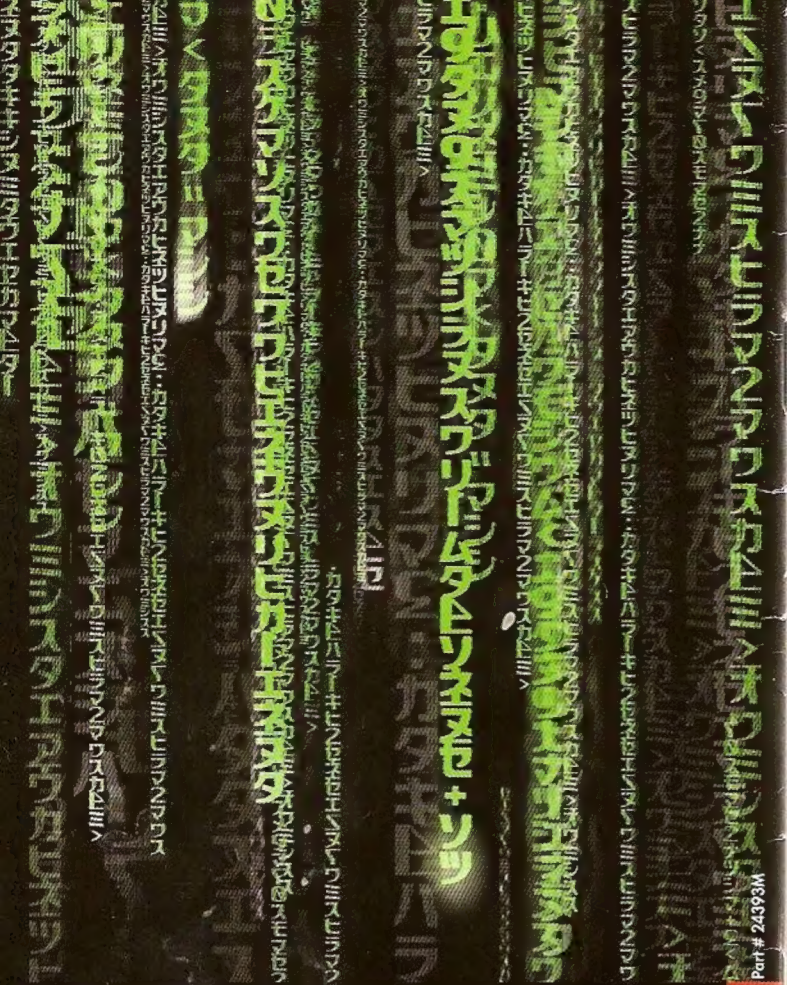
CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.



Part # 24393M

Register Enter The Matrix™ Today! It's as simple as 1, 2, 3!

1. Go to www.gameregister.com 2. Enter your game's info 3. Select a great offer

Receive exclusive access to *Enter The Matrix* cheat codes or information!

That's it.

Infogrames will not contact you without your express permission and does not sell or share registration information.

For more information about our privacy policy, visit http://www.us.infogrames.com/privacy_policy.asp

Infogrames, Inc., 417 Fifth Avenue, New York, NY 10016 USA

PRINTED IN USA.

Enter The Matrix video game © 2003 Warner Bros. and Infogrames, Inc. All rights reserved. The Atari trademark and logo are the property of Infogrames. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Distributed and marketed by Infogrames, Inc., New York, NY.



TM & © Warner Bros.
WBIE LOGO, WB SHIELD: TM & © Warner Bros.
(s03)

WWW.ENTERTHEMATRIXGAME.COM
WWW.THEMATRIX.COM



ATARI